PATENT

B. **AMENDMENTS TO THE CLAIMS**

1. (currently amended) A method of displaying layered data, said method comprising:

selecting one or more objects to be displayed in a plurality of layers;

identifying a plurality of display attributes, wherein one or more of the display attributes corresponds to each of the layers;

matching each of the objects to one of the layers;

applying the display attributes corresponding to the layer for each of the matched objecteds; and

displaying the objects with the applied display attributes.

2. (original) The method as described in claim 1 further comprising:

receiving a request from a user to rearrange the layers;

rearranging the layers in response to the request, the rearranging including:

re-matching one or more objects to a different layer from the plurality of layers;

applying the display attributes corresponding to the different layer to the one or more re-matched objects; and

displaying the one or more re-matched objects.

3. (original) The method as described in claim 1 further comprising:

reading the objects from a data store; and

reading one or more object attributes corresponding to each object from the data store,

wherein the matching further comprises:

matching the object attributes corresponding to each object to one or more layer attributes corresponding to each layer.

4. (original) The method as described in claim 1 further comprising:

creating the objects;

setting one or more object attributes corresponding to each object; and

storing the object and the object attributes in a data store.

5. (original) The method as described in claim 4 further comprising:

establishing one or more relationships from at least one of the objects to one or more other objects.

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6. (original) The method as described in claim 1 wherein the display attributes are selected from the group consisting of: color hue, color value, color saturation, size, three dimensional image, two dimensional image, animation, shading, fill pattern, line pattern, line weight, opaqueness, transparency, proximity, shape, and object anomaly.

7. (original) The method as described in claim 1 further comprising:

displaying one or more relationship lines connecting at least one of the objects to one or more other objects.

8. (original) The method as described in claim 1 further comprising:

determining a layer order for the plurality of layers, wherein the layer order determines a display emphasis corresponding to objects in the corresponding layers.

9. (currently amended) An information handling system comprising:

one or more processors;

a memory accessible by the processors;

a nonvolatile storage area accessible by the processors;

a display screen accessible by the processors; and

a layered data display tool to display layered data on the display screen, the layered data display tool including:

logic for selecting one or more objects to be displayed in a plurality of layers;

identification logic to identify a plurality of display attributes, wherein one or more of the display attributes corresponds to each of the layers;

matching logic for matching each of the objects to one of the layers;

applicator logic to apply the display attributes corresponding to the layer for each of the matched objecteds; and

display control logic to display the objects with the applied display attributes.

10. (original) The information handling system as described in claim 9 further comprising:

a rearranging request received from a user;

rearranging logic to rearrange the displayed layers, the rearranging logic including:

re-matching logic to re-match one or more objects to a different layer from the plurality of layers;

application logic to apply the display attributes corresponding to the different layer to the one or more re-matched objects; and

display logic to display the one or more re-matched objects.

11. (original) The information handling system as described in claim 9 wherein the display attributes are selected from the group consisting of: color hue, color value, color saturation, size, three dimensional image, two dimensional image, animation, shading, fill pattern, line pattern, line weight, opaqueness, transparency, proximity, shape, and object anomaly.

12. (original) The information handling system as described in claim 9 further comprising:

logic to read the objects from a data store within the nonvolatile storage area; and

logic to read one or more object attributes corresponding to each object from the data store,

wherein the matching logic further comprises:

logic to match the object attributes corresponding to each object to one or more layer attributes corresponding to each layer

13. (currently amended) A computer program product stored on a computer usable medium for displaying layered data, said computer program product comprising:

means for selecting one or more objects to be displayed in a plurality of layers;

means for identifying a plurality of display attributes, wherein one or more of the display attributes corresponds to each of the layers;

means for matching each of the objects to one of the layers;

means for applying the display attributes corresponding to the layer for each of the matched objecteds; and

means for displaying the objects with the applied display attributes.

14. (original) The computer program product as described in claim 13 further comprising:

means for receiving a request from a user to rearrange the layers;

means for rearranging the layers in response to the request, the rearranging including:

means for re-matching one or more objects to a different layer from the plurality of layers;

means for applying the display attributes corresponding to the different layer to the one or more re-matched objects; and

means for displaying the one or more re-matched objects.

15. (original) The computer program product as described in claim 13 further comprising:

means for reading the objects from a data store; and

means for reading one or more object attributes corresponding to each object from the data store,

wherein the matching further comprises:

means for matching the object attributes corresponding to each object to one or more layer attributes corresponding to each layer.

16. (original) The computer program product as described in claim 13 further comprising:

means for creating the objects;

means for setting one or more object attributes corresponding to each object; and

means for storing the object and the object attributes in a data store.

17. (original) The computer program product as described in claim 16 further comprising:

means for establishing one or more relationships from at least one of the objects to one or more other objects.

18. (original) The computer program product as described in claim 13 wherein the display attributes are selected from the group consisting of: color hue, color value, color saturation, size, three dimensional image, two dimensional image, animation, shading, fill pattern, line pattern, line weight, opaqueness, transparency, proximity, shape, and object anomaly.

19. (original) The computer program product as described in claim 13 further comprising:

means for displaying one or more relationship lines connecting at least one of the objects to one or more other objects.

20. (original) The computer program product as described in claim 13 further comprising:

means for determining a layer order for the plurality of layers, wherein the layer order determines a display emphasis corresponding to objects in the corresponding layers.